

Steve Beville

Software
Developer

West Midlands-based software developer specialising in multi-platform mobile development using Flutter, looking for opportunities to grow and experience new challenges. Some prior experience in web development.

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Skills

- Flutter w/ Dart - 3 years exp.
 - State Management (e.g. BLoC)
 - Databases/Backend (Supabase, Drift etc.)
 - Source Control (Git)
 - APIs/REST
 - Test-driven Development
 - SOLID/Clean Code Principles
 - HTML/CSS/Javascript
 - React
 - Node/NPM
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Experience

Various / Freelance Developer

Pixothermic / Flutter Flame Game Jam 3.0

3rd place in [Flame Game Jam 2023](#), made in 48 hours by a friend and me. Platformer with mechanics based around utilising light and heat to solve puzzles. Repo viewable at: <https://github.com/goodpals/pixothermic>

MEMD / github.com/goodpals/middle-english-mouse-dictionary

Browser extension to aid in reading middle-english texts on the web, with contextual information for highlighted or saved words, written in pure JS. Available in beta for Chrome and Firefox.

SR Tool / github.com/TheBeville/sr_language_tool

ANKI-inspired spaced repetition app to aid vocabulary memorisation for language learning. Flutter app with Drift local database and BLoC-based state management. Built to fix some of the issues/dislikes I had with the AnkiDroid app, primarily for my own use. iOS & Android.

Doucodetho / github.com/TheBeville/doucodetho

Daily tracker for building a consistent coding habit. Flutter app built with Supabase backend (database and user authentication) and state management using BLoC. Another personal project, built as a cheeky tip of the hat to Duolingo and their daily streak albeit focused around motivation to write more code.

Education

Birmingham City University / Sound Engineering & Production CertHE

Bishop Vesey's Grammar School / A Levels (German, French, Music, English)